

Kindai Mahjong Comics

竹書房

北家獅子

自編劇圖美



Kita no Shishi, like Hogue Jewish's most famous work *Kaid no Ryū* (also released by Mahjongbuzz), is a manga that tells a story laterica, in this case centered around mahjong, but in which the game itself is not the focus. Because of this it can be read with relative ease by the non-mahjong enthusiasts compared to most other mahjong manga.

At the same time, the mahjong scenes in *Kita no Shishi* are generally more complicated than the ones in *Kaid no Ryū*, therefore we prepared this page so that it can help people who don't know the game at all but want to have some idea of what goes on in the matches.

Mahjong explained in six fast:

▶ A GAME IS PLAYED WITH 4 PEOPLE, EACH ASSIGNED TO THE CARDINAL DIRECTIONS WHICH ROTATE EVERY TURN. A TURN ENDS WHEN SOMEONE WINS. EACH PLAYER TYPICALLY BEGINS WITH 3000 POINTS WHICH WILL BE EXCHANGED WITH EACH WIN.

▶ THE EAST PLAYER IS ALWAYS THE DEALER. THE DEALER WINS MORE, BUT ALSO LOSES MORE POINTS. THE TURN DOES NOT ADVANCE WHEN THE DEALER WINS, THIS IS CALLED *KOCHIBA*.

▶ GAMES ARE TYPICALLY EITHER 2 ROUNDS (EAST AND SOUTH) OR EAST ONLY. A ROUND CHANGES AFTER 4 TURNS.

▶ TILES ARE DIVIDED BETWEEN NUMBER TILES OF 9 FAMILIES AND HONOR TILES OF 4 WINDS AND 9 DRAGONS. THERE ARE 4 COPIES OF EACH TILE, AND TILES CANNOT BE MIXED OUTSIDE OF THEIR GROUPS (SAME FAMILY, SAME DRAGON OR WIND).

▶ PLAYERS TRY TO BUILD LEGAL COMBINATIONS (*YAKU*) WITH THEIR HANDS OF 14 TILES BY DRAWING AND DISCARD IN EACH OF THEIR OWN TURNS. NEARLY ALL COMBINATIONS REQUIRE 4 GROUPS (3 CONSECUTIVE NUMBER TILES OR 9 OF 4 COPIES OF ANY TILE) AND A PAIR (2 COPIES OF ANY TILE), TO BE ARRANGED IN SPECIFIC SHAPES. THEY CAN ALSO STEAL THE DISCARDS OF OTHER PLAYERS TO COMPLETE A COMBINATION. SOME COMBINATIONS CANNOT BE BUILT IF THE PLAYER HAS STOLEN TILES.

▶ A PLAYER IS IN *TEMPAI* WHEN HIS HAND NEEDS A SINGLE TILE TO BE COMPLETE. HE CAN WIN OFF ANOTHER PLAYER'S DISCARD OF THAT TILE (*RON*) OR BY DRAWING IT HIMSELF (*TSONO*).

▶ WHENEVER A PLAYER COMPLETES HIS HAND, THE TURN ENDS AND THE WINNER RECEIVES POINTS FROM OTHER PLAYERS.

▶ A PLAYER IN *TEMPAI* CAN DECLARE *KIICHI*. HE MAKES A 500-POINT PAYMENT, AND "LOCKS" HIS HAND. ONE CAN ONLY DRAW AND DISCARD UNTIL HE CAN WIN.

▶ IF NOBODY WINS WHEN THERE ARE NO MORE TILES TO DRAW, THE PLAYERS IN *TEMPAI* GET PAID BY THE ONE NOT IN *TEMPAI*. THIS IS CALLED *RYUKYOKU*.

For a detailed explanation of the rules and yaku, see:
http://archurus.eu/wiki/Main_Page

A list of terminology:
<http://osamuko.com/big-list-of-japanese-mahjong-terminology/>

・能保純一自撰劇画傑作集

北家獅子

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近代麻雀コミックス

竹書房

由模劇圖際作真

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北家獅子



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北家の獅子
THE LION OF THE NORTH

His name is Shishir Kumar Ghoshal. He is a 30-year-old man who is a member of the Communist Party of India (CPI).







YOU JUST HAVE
TO WIN THE
LOST IS WIN. DO
FAR, DO BET
THAT MUCH.



NOT
EVERYONE
HIDES BETT



A 15 million
you bet, ah?
There's
some high
stakes.













In 15 years as
a pro mahjong
player, he's
never lost once!



He doesn't rely on
luck or instincts.
The only thing he
believes in is
his own head!



He carefully studies his
opponents' playstyles,
and then he strikes on
his last double turn. He
may not look it, but his
brain is like a computer!



YOU
CHANGED
UP YOUR
HAND, SE
WENT

STUCK
ON THE
3-PIA, NOT





He didn't
call it.



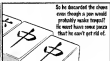
And on
the next
turn, no
other one.



He drop-
ped a
chip
instead.



Now the doctor's getting rid of a
straight. Next he'll discard either
a 2 or 5-man. He must've got his
worst out and close to go for
his last bet.



So he discarded the chips
even though a pen would
probably make things?
He must have some piece
that he can't get rid of.







The doctor's boarding place. The lawyer's almost at a lower sandwich board. There's a helluva lot of money out, and to top it all off there ain't much in the way of middle seats. The pros must have a lot of them. Either in an open shop.



That's a surprisingly dangerous tile from the olden days. He must've finally been able to make a wall with the lower place tiles he can't discard.

It's gotta be a 3-pin and wait! That way he's not in trouble.

If it's iguana then it's...



Or maybe...



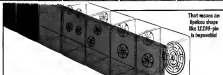
No way in hell I'm discarding any 3 or 4-wind.

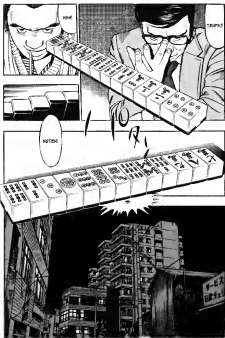
They're also dangerous against a complicated wall.

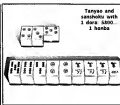
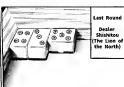


Like this.

Or to a complicated wall using unknown.









Heh... I can't accept this result.
The 4 and 7-pile are too dangerous!
I'll have to wait for the 8-pile to pass
before I discard it. For now I'll get
rid of the 9-pile because it's safe.



2 honba.







8 honba.



THE NEXT
ONE'S
PAAREN-
-CHAN!



whoosh

ooooosh







What the hell was I
doing this whole time?
For 18 years I held these
down this while spilt
my guts out... And for what?



LEAVE
GO...

ARE YOU BY
YOURSELF?
WE HAVE AN
OPEN SEAT!

WELL...
COVER!



Might as well
play for my own
take every year
in a while



YOU'RE GOING
TO DESTROY
YOURSELF BE-
CAUSE YOU
EVER LOSE
A GAME OF
MAGLORE.

WHY DON'T
WE GO BACK
BACK TO YOUR
HOME TOWN.



FOR
GOOD!

Let's go home,
alright? Let
us go from
the under-
world, start
a new life!



But there's something
that keeps urging me
on... "What? Who and
keep on winning!"



THANK
TODAY
ONLY!



Well, I want
to go home too,
Y'know? Right
now, yes.







Hower tiles
are fine!
They'll pass!



He decided to
go far different
after dropping
the sheet! And
he got character
tiles from
that pool!



That's why
he held onto
the hanky
even though
I am already
out!



Hmph.







"But that means that I lost to myself"

"Sure, I was so scared of losing that I actually wanted it to end"



Shaketau thought to himself, "I didn't lose to that guy!"



On a cold winter morning, the man who had lost his honor at 16 years old stood in the hallway.

So in the end, I was fighting my reflection in the mirror. Of course I'd lose!

The Loss of the North Pin

Notes for The Lion of the North

PAGE #1

THERE ARE SPECIFIC TITLES THAT REFER TO EACH PLAYER DEPENDING ON WHERE THEY'RE SITTING:

TOHEM: THE PERSON SITTING ACROSS FROM YOU

KARICHA: THE PERSON SITTING TO YOUR LEFT

SHERICHA: THE PERSON SITTING TO YOUR RIGHT

PAGE #16

SHISHITSU LITERALLY MEANS "LION'S HEAD," HENCE THE LION NICKNAME.

PAGE #18

WORSE OUT / BETTER OUT: WHEN YOU ARE WAITING ON MULTIPLE TILES, BUT CERTAIN TILES GIVE YOU A BETTER OR WORSE HAND (IN THIS CASE, THE DOCTOR PROBABLY HAD A 2-SIDED FAN; WAIT WHERE ONE OF THE TILES WOULD MAKE IT SHU, BUT THE OTHER WOULDN'T)

PAGE #19

ANCON: A CLOSED TRIPLET (HAVING THREE OF THE SAME TILE WITHOUT STEALING ONE)
FURITEN: A RULE IN JAPANESE HANJANG WHERE YOU CANNOT WIN BY KON IF YOU PREVIOUSLY DISCARDED ONE OF YOUR WINNING TILES. SINCE THE LAWYER HAD DISCARDED A 6-PM, HE CANNOT WIN BY KON IF HE HAS A 6-6 PM WAIT, EVEN IF THE TILE DISCARDED IS THE 6-PM.

PAGE #20

SHU: OFTEN KNOWN AS "OCTAVES" IN ENGLISH, THEY REPRESENT THE DIFFERENT KINDS OF TWO-SIDED WAITS THAT CAN BE FORMED. THERE ARE 1-6, 4-7, 5-8, 6-9, 9-6, AND 6-6. SINCE ORISHITU DISCARDED A 6-6SU, THAT MEANS THAT HE CANNOT HAVE A 6-6 SUU WAIT, AND THUS THE 6-6SU IS GENERALLY A SAFER DISCARD.

PAGE #27

SILENT TENPAI: NOT CALLING KICHI WHEN YOU ARE IN TENPAI (KNOWN AS DAMATEI AND SOMETIMES YAMITEI IN JAPANESE). SILENT TENPAI CAN BE USEFUL BECAUSE OPPONENTS WILL HAVE A HARDER TIME KNOWING IF YOU'RE IN TENPAI. IT ALSO ALLOWS FOR MORE FLEXIBILITY TO CHANGE YOUR HAND, WHETHER TO INCORPORATE MORE YAKU TO CREATE A BETTER HAND, OR TO DISCARD SAFE TILES IN CASE YOU NEED TO PLAY DEFENSIVELY.

Kita no Shichi

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